

WHAT WE CLAIM IS:

- 1 1. A method comprising:
 - 2 determining data representative of at least one of:
 - 3 an end time,
 - 4 a maximum number of plays,
 - 5 a wager amount, and
 - 6 a rate of play;
 - 7 initiating automated play of at least one slot machine,
 - 8 in which at least one of the at least one slot machine is not available for manual play at least during the automated play;
 - 9 terminating the automated play of the slot machine based on the data;
 - 10 receiving a first signal including a representation of the automated play;
 - 11 receiving a request from a remote player to view the representation of the automated play; and
 - 12 transmitting a second signal including the representation of the automated play to a remote player.
- 1 2. The method of claim 1, further comprising:
 - 2 transmitting locking data to the at least one slot machine.
- 1 3. The method of claim 1, in which at least one of the at least one slot machine is not operable for manual play.
- 1 4. The method of claim 1, in which at least one of the at least one slot machine is not accessible by any player.
- 1 5. The method of claim 1, further comprising:
 - 2 enabling manual play of at least one of the at least one slot machine after terminating the automated play.

1 6. The method of claim 1, in which a first slot machine of the at least one slot
2 machine is stacked on top of a second slot machine.

1 7. The method of claim 1, in which at least one of the at least one slot
2 machine comprises a first casing that may be replaced with a second casing.

1 8. The method of claim 1, in which transmitting the second signal comprises:
2 determining a communication device that is associated with the remote
3 player; and
4 transmitting the second signal to the communication device.

1 9. The method of claim 8, in which the communication device comprises a
2 handheld device.

1 10. The method of claim 8, in which the communication device comprises a
2 telephone.

1 11. The method of claim 8, in which the communication device is associated
2 with an internet protocol address.

1 12. The method of claim 1, in which transmitting the second signal comprises:
2 transmitting the second signal via wireless communication.

1 13. The method of claim 1, in which transmitting the second signal comprises:
2 transmitting the second signal to a display device.

1 14. The method of claim 1, in which the first signal comprises a video signal.

1 15. The method of claim 1, in which the first signal is received from a camera.

- 1 16. The method of claim 15, in which the camera is operable to view the
- 2 automated play of at least one of the at least one slot machine.
- 1 17. The method of claim 15, in which the camera may be operated by the
- 2 remote player.
- 1 18. The method of claim 1, in which transmitting comprises:
2 transmitting the second signal in response to a request from the remote
3 player.
- 1 19. The method of claim 1, in which at least one of the at least one slot
2 machine comprises a machine identifier:
- 1 20. The method of claim 19, in which the machine identifier is viewable by the
2 remote player.
- 1 21. The method of claim 1, in which at least one of the at least one slot
2 machine comprises an indicator of activity.
- 1 22. The method of claim 21, in which the indicator of activity comprises at
2 least one of:
3 a source of light,
4 a source of light having a color that is associated with the remote player,
5 a flag, and
6 a text message.

1 23. A method comprising:
2 receiving data associated with a remote player, the data representative of at
3 least one of:
4 a wager amount, and
5 a maximum number of plays;
6 initiating automated play of a slot machine;
7 terminating the automated play of the slot machine based on the data;
8 receiving a first video signal from a camera, in which the first video signal
9 indicates at least one outcome of the automated play;
10 generating a second video signal that indicates the at least one outcome of
11 the automated play;
12 determining at least one communication device that is associated with the
13 remote player; and
14 transmitting the second video signal to the at least one communication
15 device.

1 24. A method comprising:
2 receiving from a player a first amount of funds for use in providing a
3 session of play of a slot machine for a remote player;
4 storing the first amount of funds in a repository;
5 checking out the first amount of funds;
6 initiating the session of play using the first amount of funds;
7 storing an indication of at least one outcome generated during the session of
8 play;
9 determining a second amount of funds based on the session of play; and
10 checking in the second amount of funds at the repository.

1 25. The method of claim 24, in which checking out the first amount of funds
2 comprises:
3 indicating the first amount of funds in a log.

1 26. The method of claim 24, in which checking in the second amount of funds
2 comprises:

3 indicating the second amount of funds in a log.

1 27. The method of claim 24, further comprising:
2 determining a first difference between the first amount and the second
3 amount;

4 determining an amount won during the session;
5 determining an amount lost during the session;
6 determining a second difference between the amount won and the amount
7 lost; and

8 determining whether the first difference is equal to the second difference.